The Book of Bill

The Book That Reads You

WORKING OVERVIEW

12.15.22

COVER

Black, burned, weathered leather that looks like it was pulled directly from hell, with a bold red silhouette of Bill in the center made of lenticular hologram print that will blink its eye when you flip it. (Can we do this? Holograms? Let's discuss!) Regardless, this book should look **CURSED** as hell and older than the earth– like it would corrupt anything it touches. This should feel as authentic as possible, so any Disney/Gravity Falls branding should be on a removable dust jacket like we did with Journal 3. Tattered pages/physical texture/burn marks and stains- anything we can do to further the appearance of age.

ABOUT THE AUTHOR

On the back flap of the jacket there will be a photo of me, but it will be violently scratched and distorted, my eyes will be glowing yellow, and the text will all be backwards:

Did he write me or did I write him? Did he write me or did I write him? Did he write
me or did I write him? Did he write me or did I write him? Did he write me or did I
write him? Did he write me or did I write him? Did he write me or did I wr

(Hold this to a mirror and you'll just see "did he write me or did I write him" over and over)

THE LOOK INSIDE

Like Journal 3, this book should feel not like a book released by Disney, but a lost artifact that somehow made its way into your hands. Visually, the pages will be a look inside a lunatics mind, which means it will be chaotic, filled with codes and arcane

symbols, optical illusions, weathered photos and unreliable contradictory knowledge. Paragraphs will implode before your eyes, pages will be out of order, the front and style will change with Bill's mood, our goal is to make House of Leaves look like a basic bitch.

ABSTRACT

Narratively, this will be Bill's manifesto/guide to life/account of history and the secrets of the universe, written by himself from Reality-Prison after his defeat at the end of Weirdmaggedon. Bill's tone will be self-serving, mercurial, alternating between self-assured seductive cult leader and hair-trigger psychopath still bubbling with explosive rage over his capture. He will be trying to recruit you to his cause and occasionally telling on himself.

The book will also function as a sort of scrap book of Bill's influence over our world, with curios showing his many effects over human history, and on Gravity Falls. Tonally, it should blur the lines between our reality and his- very convincing old photographs and newspaper clippings should make it seem like Bill truly is, in some shape or form, **real.**

WORKING OUTLINE

Note: The following page numbers/exact section order are loose and tangible subject to change as I start writing in earnest, this is just to give a working overview of where I'm headed.

WARNING! (PAGE 1-4)

A brief disclaimer explaining that this book is dangerous, that it shouldn't be read by anyone, and that if you've somehow wound up with it in your possession, you should destroy it immediately. If, however, your curiosity gets the best of you and you simply must look at the pages within, what EVER you do- do NOT blink or close your eyes while it is in your possession, or else who knows what could–

The next page will show HEAVY BLACK EYELIDS drooping over the text, which will get blurry

The next page will be black

And the next page will be text on black simply reading

"Well Well Well…"

BILL'S INTRO (PAGE 5-6)

Bill will introduce himself- he's been waiting an eternity to meet you, and he knows you've been waiting to meet him. Bill knows you think you're real, and he's fictional. But he invites you to think a little harder about that. After all, you're mortal, you'll die, and eventually be forgotten. But Bill is an idea- and an idea can't be killed. Therefore, who is to say Bill isn't more real than you?

He knows that you may have been warned not to read this book, and he agrees you probably shouldn't- most people aren't able to handle ultimate power and the secrets of the universe. Weak minds have gone crazy from just one glimpse at Bill's knowledge (Like that fragile hayseed Old Man McGucket.) If you're like McGucket, throw this book away, and consider picking up one of these books instead! (Bill recommends some "books for boring people") If you are curious however- about Bill's secrets, the meaning of life is, how to cheat death, and what Dipper's most embarrassing dreams are- then he'll consider making a deal with you. How about a trade? Bill will let you read this book in exchange for a favor down the line. We can work out the details later. What do you say?

Bill holds out his hand. You have a choice: To shake his hand and take his deal, turn the page. To say no, turn to page 193.

TAKE BILLS DEAL? [yes] [no]

(If you say no and turn to page 193, you will find a backwards page hidden in a chaotic part of the book that when held up to a mirror has Bill revealing your "future"- that your aversion to risks will cause you to get a job as a middle-manager at a mustard factory, you will marry someone of moderate attractiveness and have 5 bland children whose names you will forget, and you'll spend the rest of your life in sweatpants slowly being suffocated by silent desperation, etc)

If you say yes…

yoU mADe tHe RiGht cHOIce…

THE BOOK OF BILL

TABLE OF DISCONTENTS (PAGE 7)

(A table of contents that is 90% accurate, 10% listing sections that don't exist at all)

(Note- moving forward in this document, some of these sections will be written out with detail, some will be much more summaries. All will be fleshed out moving forward)

BILL'S GUIDE TO BILL (PAGE 8-40)

WHAT IS BILL?
In this section, Bill will tell you what he's made of, including highly detailed anatomical cross-sections of his eye, body, and brian (which, itself, is just filled with countless tiny Bill Ciphers running around turning knobs playing pool and doing pranks on each other) This will also include

-Bills many alternative forms
-His powers
-His regrets (which will be furiously blotted out black ink with "none!" written over it- we will however be able to see a bit of Ford's face through the ink)

BILL THROUGH HISTORY

Bill will take you on a tour through his secret influence on history, including

-Bill in the Paleoithic Era
(And look at what really killed the dinosaurs)

-Bill in Ancient Egypt
(What the pyramids looked like before the giant top hats and bow ties were encoded by time)

-Bill & Disney, 1930- That time Bill possessed Walt Disney and convinced him to make 3 animated films that were so horrifying they were erased from history and hidden in the Disney "vault" to this day. (And tips on how to get them out)

"Honest Billwin Ciphram," leader of the cipherites, who definitely **wasn't** a gradually rotting corpse puppethead by an immortal mind-demon.

-BillVille, 1950 That time Bill possessed a traveling snake oil salesman in Kansas in the 1950's and, with his charisma and psychotic confidence, managed to start a CULT, **The Cipherites**, who, at the height of their influence, overtook an entire town, named it "BillVille" and set to work building a perfect society (one where everyone wore bow ties) and plotted to overthrow the US government. (The Cipherites were taken down by the FBI and erased from history, although many of their pamphlets can still be found in antique stores today)

-Rosewell, 1960
That time Bill crashed into Roswell and was briefly successfully captured by- and held in- Area 51. Includes the FBI's classified files investigating Bill (their psychological profiles of him, the time they X-rayed his body and simply saw the words "Hahahaha!" inside)

-LA, 1982
That time Bill possessed the mind of a creator of a Care-Bare's-like TV show in order to put subliminal messages into Children's Programming so that the kids of America might re-start the cult of the Cipherites, only to be defeated by censors.

Speaking of censors…

BILL'S ENEMIES

Bill will list out his worst enemies throughout history, including **THE OBTUSE SOCIETY** (a secret society founded in 1901 dedicated to destroying Bill Cipher that had hilariously pathetic and out-dated ideas about how to defeat him, although rumors persist that they may have survived to this day) **TIME BABY** (a proper description of Time Baby and his race of Time Giants) **CRYSTAL CAT** (you are going to fear this thing, trust me) **THE TIME PARADOX AVOIDANCE ENFORCEMENT SQUADRON, THE AXLOTL, THE PINES** (more on them later)

BILL'S ALLIES

Bill will also list out his small but powerful group of allies, including **HIS HENCHMANIACS**, and ideally… **you**.

BILL'S EXES

A fully blacked out and burned section that will have a QR code leading to a website where Bill details his various brief disastrous attempts at romance, as well as embarrassing drunk-texts he's sent from his phone. (Bill still has a flip phone, the Henchmaniacs all make fun of him about it).

BILL'S MYSTERIOUS ORIGINS

Bill will **offer several competing** backstories about where he originally came from, which will be equally ridiculous and contradictory. It will be clear that this is a sore spot for Bill, and his inability to talk about it will reveal a weak spot in the all powerful demon. He will want to change the subject, and will change it to-

BILL'S GUIDE TO REALITY **(PAGE 40-90)**

Enough about Bill! Let's talk about ***you***, dear reader. Bill wants to let you in on the most forbidden knowledge of all time-but first he needs to make sure you're worthy.

BILL'S TESTS

Bill will inform you he's seen inside your mind already and whoof, it's a MESS. But he is encouraged by the amount of chaos, lust, rage, and hidden loathing within. You have potential!

Bill will subject the reader to a battery of tests, including **a PSYCHE EXAM** (sort of like the Pottermore Sorting Quiz, which will sort you into different “types” of people to see if you are Cipher Material”)

Next he will subject you to a series **COMPLEX INTELLIGENCE TESTS**, including riddles, optical illusions, and a crossword puzzle. On the next page, he will reveal the solution- ***which is that if you spent any time at all doing the test, YOU LOST.*** You’re a sucker!! If, however, you skipped over the tests and cheated, that means YOU WON! You’re smart enough to understand the fundamental truth in life, which is that the universe is a rigged carnival game, and the spoils go to whoever knocks out the carny and takes the prize. (We will understand the parallel here with Ford and Dipper- they’re the types to obsess over the intelligence test, and therefore the ones most susceptible to Bill’s manipulation)

-THE SECRETS OF THE UNIVERSE-

Now that you’ve been proven worthy, you’ll be taken to a page that is covered in LOCKS and CHAINS and DEADBOLTS with the words **THE SECRETS OF THE UNIVERSE written on it.** Bill will be holding the key. Want to take a peak?

THE MULTIVERSE/DREAMSCAPE

Bill’s guide to the Multiverse/Nightmare realm he calls home. Unlike Ford’s crude drawings, this will be lushly illustrated in full color, and, like a Cursed School Textbook, contain the real “facts” about the nature of reality (like the fact that the universe is fundamentally made out of math, hallucinations and very, very, very, tiny legos)

LIFE
Bill will give you a definitive answer to the meaning of life (don’t worry, I’ve figured it out, you will be very satisfied by what he says) and specifically, the meaning of YOUR life- which will be about serving him.

DEATH
Bill will explain how the afterlife works, how to cheat death, and what an asshole the grim reaper is. Bill will also briefly transform into a gameshow host and play a game called **HOW WILL YOU DIE!** Where he asks you a series of questions which will reveal the exact cause of the reader’s death. (Spoilers: it WILL be painful!)

TIME
Time is an illusion, an illusion specifically controlled by a Big Dumb Baby. Time is also relative, and like your relatives, it will drain your energy and gradually turn you into dust. But Bill has secrets to slowing, stopping, and even reversing time, if you're willing to pay the price.

FATE
Every psychic is a liar. Bill knows, because he is Omnisc-ish. What this means is that Bill can see a kaleidoscopic phantasmagoria of infinite possible futures, which are always constantly shifting depending on current choices. The bad news is this means your crystals were a waste of money. The good news is it means you can still change your reality if you have the boldness to take action.

(Bill says that although astrology was invented by losers in sandals who didn't know what germs were, he explains that his sight of infinite plausibility makes him the most qualified being ever to predict your future. He shows you his **"HORROR-SCOPE,"** a complex zodiac through which you pick your "Cipher Sign" and he tells you a plausible but uncertain future.

FREE WILL
Bill explains that free will is real, but that very few individuals ever take advantage of this. For example…go find a dollar right now and rip it in half. You wont, will you? You know why? Because you've abdicated your will to a system that is entirely made up. Money isn't real. It was invented by people. It's a story. You, however, aren't a story. You're real. Are you going to let a story tell you what to do? Go ahead. Rip the dollar. You want to have free will, don't you?

MORALITY
Bill will cross out the 7 deadly sins and explain that all of these things are natural and normal and that the concept of sin was invented by scolds and nannys who want to control you and who are jealous whenever you express your true nature. He outlines the REAL 7 deadly sins (including things like complacency, mediocrity, obedience, and wearing Jorts)

LOVE
Love is your sick raw biological urge to mate dressed up in a fancy coat trying to trick you into giving away your life potential in exchange for putting your genes into some future you will never see. Resist.

TRUTH
Truth is just a story. You can be a storyteller. Create your own truth.

HOW TO

Now that Bill has awakened your Third Eye he will give you his guide on how to

-TRAVEL DIMENSIONS

-BECOME INFINITELY WEALTHY

-POSSESS PEOPLE (and a list of everyone he's ever possessed, including briefly a Speak N Spell in 1964 that gave terrible advice to children)

-RAISE THE DEAD

-DRIVE YOUR ENEMIES INSTANT

-TAKE OVER THE WORD

AND MORE….

Bill will explain that if he tells you any more about reality, your brain will literally explode, which would be very funny to see but it would mean you'd be useless as a henchman. So he's written the rest of his forbidden knowledge about the universe on the back of a soap bottle that's in the restroom of a Vietnamese Food restaurant somewhere in Oakland California. Good luck finding it!

BILL'S GUIDE TO THE PINES (90-140)

In the next section, Bill will tell you the REAL story about his history with the Pines Family (and finally give insight into the section between the episodes "The Stanchurian Candidate" and "Dipper and Mabel vs the Future" where he possessed Blendin), as well as provide a direct look inside the mind/dreams of

DIPPER
A hilariously quantity mix of adolescent crushes, anxiety about his fly being down, fantasies about being taken seriously, and other embarrassing secrets. Bill will tell us things Dipper never revealed in the series.

MABEL

The horrifying 16 seconds Bill spent in Mabel's brain, where he was briefly trapped in "Dream Boy High" and considered killing himself.

SOOS
Soos's brain is a truly bizarre mix of pop culture trivia, and dubious fix-it knowledge. He also has the least sin in his heart, which was truly nauseous to stare directly at.

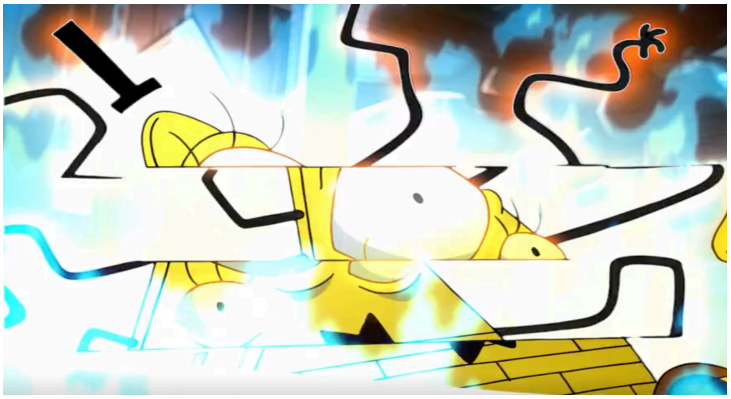
FORD
The mind Bill knows best. Pure ego. Putty in Bill's hands. Bill will also reveal that, while he was possessing Ford in the 80's, he ripped out a number of pages from Ford's Journal and erased his memory of them. **Bill will show us LOST PAGES from JOURNAL 3 that have never before been seen**.

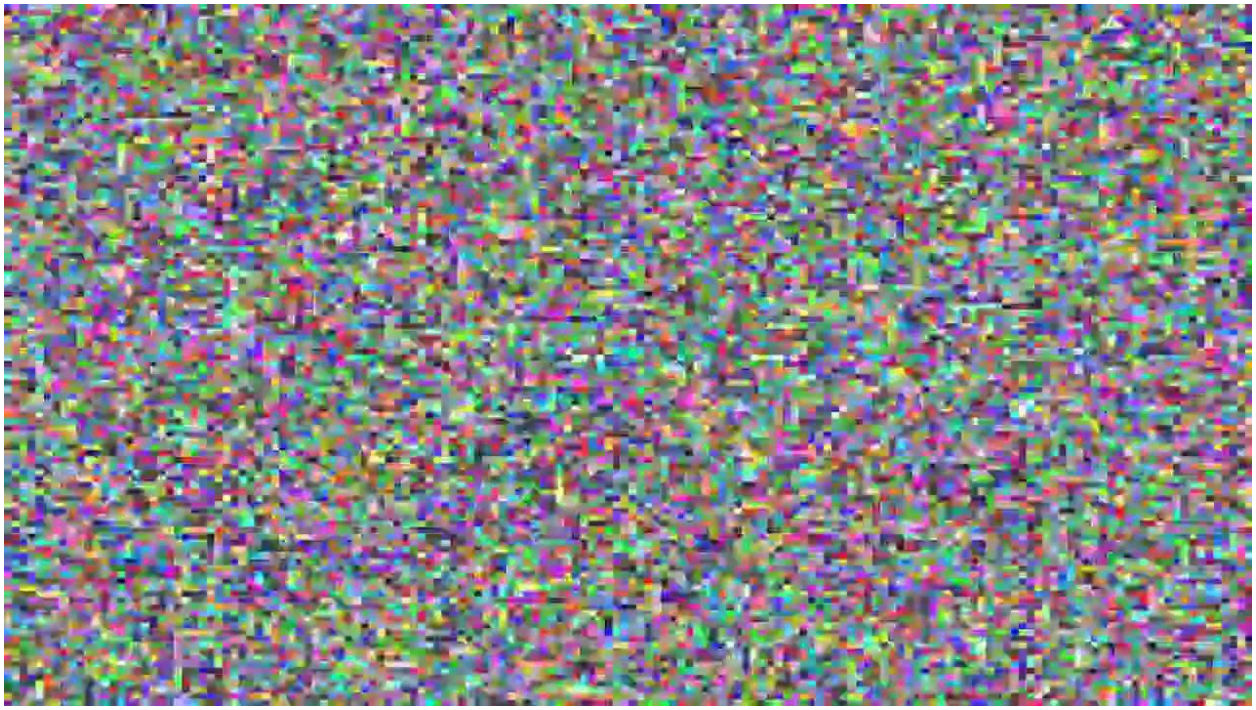
WADDLES
Abject darkness. Bill refuses to even say what he saw in there.

STAN
Bill starts explaining the secrets he saw in Stan's mind during the events of **Dreamscaperers**, but gradually gives way to MURDEROUS RAGE as he starts recounting his DEFEAT by STAN during the events of WEIRDMAGGEDON.

Bill CAN'T BELIEVE he fell for such a stupid obvious trick, he was so blinded by proximity to his goal and by his own belief in his infallibility that he let himself get fooled by… of all people STANLEY PINES?

STANLEY PINES?!





For 5 pages or so, Bill will have an EPIC MELTDOWN, causing the foundation of reality to shake, the pages will turn to static, the book will seem to be ripping apart at the seams, we'll get brief flashes of the second dimension of screaming faces, an entire pages that's just the words AAAAAAAAAAAAAAAAAAAAAA and then 3 pages of blackness before Bill finally wears himself out.

BILL'S FATE (AND YOURS) <u>(150-200)</u>

Bill will finally begrudgingly reveal what happened to him at the end of Weirdmageddon after being punched by Stan into a thousand pieces. He's not dead- worse- his essence has been trapped in **Reality Prison**, where he is awaiting his thousand year audience with a Grand Judge who will decide his fate. (Either to be erased from reality, re-incarnated, or something else too horrible to imagine) We learn about---

THE TRIAL OF BILL CIPHER
We see MUGSHOTS, COURT TRANSCRIPTS and TRIAL SKETCHES of Bill's trial for Crimes Against Reality after the events of Weirdmageddon. He's called to account for all the crimes previously mentioned in the book, and many others. We see how he tried to represent himself, but how his impulsive nature and rage derailed the trial and added to his list of offenses.

BILL'S INFINITE SENTENCE

That's how he's had the time to write this book- he's been writing it from his cell with the infinite time he has on his infinite hands. It's a dark dark place with no one to pester, torture, possess, or manipulate. Worst of all he has to deal with a Reality Prison Social Worker who is keen on rehabilitating him, has forced him into **Immortal Being Group Therapy** (he has been very disruptive)

Bill ends with a plea to you, the reader. You know that this is an injustice. You know that laws are restrictions against will. You know that Stanley deserves vengeance for what he's done. You know that as long as there is desire in mens hearts there will be a way for Bill to make a deal. And you know there is a way to summon Bill and free him from prison. The secret of how to do it is hidden in this book, hidden in a way that the wardens will never recognize. But you're different. You'll figure it out. You'll find a way to release Bill.

And if you can't free Bill…become him. If you have what it takes. The choice is yours.

THE END…?

NOTES-

MY MAD DREAMS ABOUT LOST MEDIA

My true dream for this book would be for it to have as much physical interaction and mixed media as we could possibly get away with. In a perfect world this would mean anything from

-A physical keylock (or number code lock) locking the book
-An intact wax seal with Bill on it that you break
-Removable polaroids, letters, and old newspaper scraps inside (as in Journal 3 Special Edition)
-A Viewmaster Reel
-A reflective “mirror” surface for when he “possesses you”
-Black light messages (as in Journal 3 Special Edition)
-Classic Red & Blue 3D glasses
-A rotating decoder wheel
-Pop-Pup pages
-Flaps you can lift up revealing things behind, like in an advent calendar
-Plastic sheet pages that you can lift revealing different layers (like in old anatomical diagrams)
-Holes torn in the center of pages

Etc, etc. Now don’t worry, before you have a heart attack, I understand every extra element raises the price point, and that we may not be able to do any of these at all, but please please let me know if there **are** any of these (or other) interactive surprises at our disposal, either for this edition or for Collections Edition. (As with J3) I truly believe that regardless of price-point, our fans (and their parents) would gladly pay what it cost to experience the coolest version of this book possible. We want this thing to be

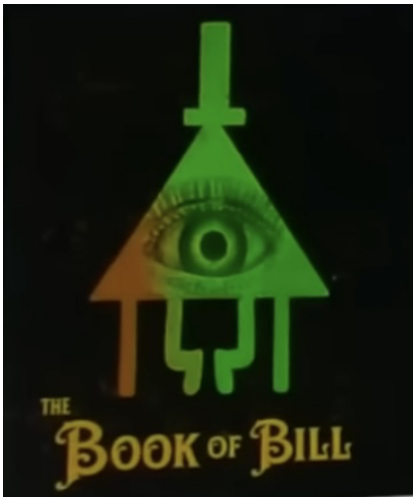
ABOUT PAGE COUNT

As we discussed, I’ve described this book at around 200 pages, but if I really had my wish, I’d want it to be closer to 150. The reason for this is that this book is light on narrative. Unlike Journal 3 which was **half narrative** (thus compelling in its own regard) and **half monster manual** (which is light fun but grows tiresome if it goes on too long), this book is much more “manual”- and thus can wear out its welcome. Bill is compelling in the series because his appearances are so brief, insane, and frightening. They leave you curious, wanting more. Bill is always tantalizingly out of reach. Too much Bill and we risk sapping his mystery, and making him less special and less dangerous.

For this reason, if we can’t shorten the length, I’m still considering updating the narrative structure of the book a bit so its taken over by someone else (perhaps Bill’s prison

warden?) for a time, to keep Bill's appearances special. Either way, I can't imagine going above 200 pages, and if I'm allowed to do something close to 150/170 I think it will benefit the book. Alternatively, the more we're able to do physical media elements (as described above) the more "complete" the book will feel, even in the absence of heavy narrative.

DISPLAY



This is a very rough mock-up of the "VIBE" of the cover (it should be much more weathered, ornate, frightening) Like I said, I ideally want a lenticular hologram with an eye that blinks when you flip it, lets discuss if this can be done, or if this is worth the potential trade-offs it would cause.

In **BARNES AND NOBLES,** my DREAM would be to have a stand where we show that the BOOK OF BILL is POSSESSING OTHER BOOKS- that it's corrupting and blackening everything it touches. Ideally, these other fake books would be something that you could open (although they'd need to be fixed to the wall so that they aren't removed) and just say HAHAHAHAHAHAHAHAHAHAHAH over and over inside, just in different formats and fonts, like Jack's pages in The Shining.

(**My very rough mockup drawn in the IG app**)